MARINE CORPS AIR GROUND COMBAT CENTER
TACTICAL TRAINING & EXERCISE CONTROL GROUP

RANGE 400 SERIES

Techniques and Procedures

United States Marine Corps
Tactical Training and Exercise Control Group
MAGTF Training Command, MCAGCC
Twentynine Palms, California 92278

References

- MCO 1510.35C, Individual Training Standards (ITS) System for the Infantry Occupational Field 03, January 1995
- Marine Corps Battle Drill Guide (BDG) Book One, Basic Infantry Training, Revised September 1996
- Marine Corps Battle Drill Guide (BDG) Book Two, Infantry Specific Training, Revised September 1996
- FMFM 6- 5, Marine Rifle Squad, December 1991
- FMFM 6- 4, Marine Rifle Company, February 1978
- FM 7- 8, Infantry Rifle Platoon and Squad, April 1992
- FM 7- 10, Infantry Rifle Company, December 1990

Purpose

- Provide instruction in the techniques and procedures necessary to successfully execute the 400-Series ranges, and to maximize the available training opportunities and combined arms training objectives at the squad, platoon, and company level.

Battle Drills

Suppression

- A tactical task to employ direct or indirect fires on enemy personnel, weapons or equipment to prevent or degrade enemy fires and observation.
- Temporary in effect
- Local in effect
- Psychological effect wears off quickly
- Cover reduces effectiveness
- A task…never decisive in and of itself!

Establishing a Base of Fire

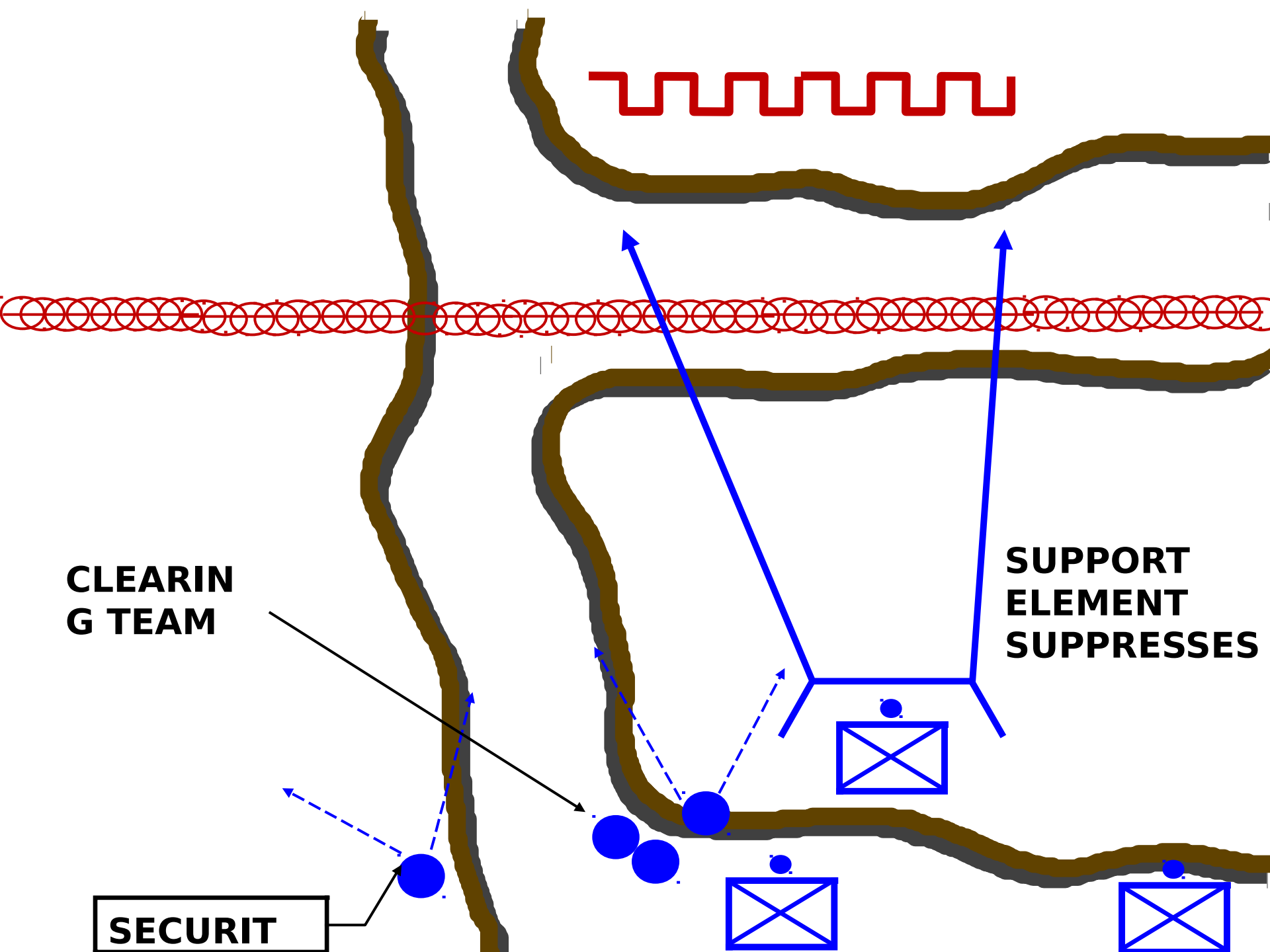
- Fire Control
  - Fire commands (ADDRAC)
  - Fire distribution + target priorities + HITS = Combined Arms Effect
  - Rates of fire, accuracy, and ammo load
  - Signals for shifting and ceasing fires
  - Role of leaders
  - Critical elements
    - Fire command
    - Muzzle orientation
    - Impacts
    - Lead Trace of friendlies closing on fires

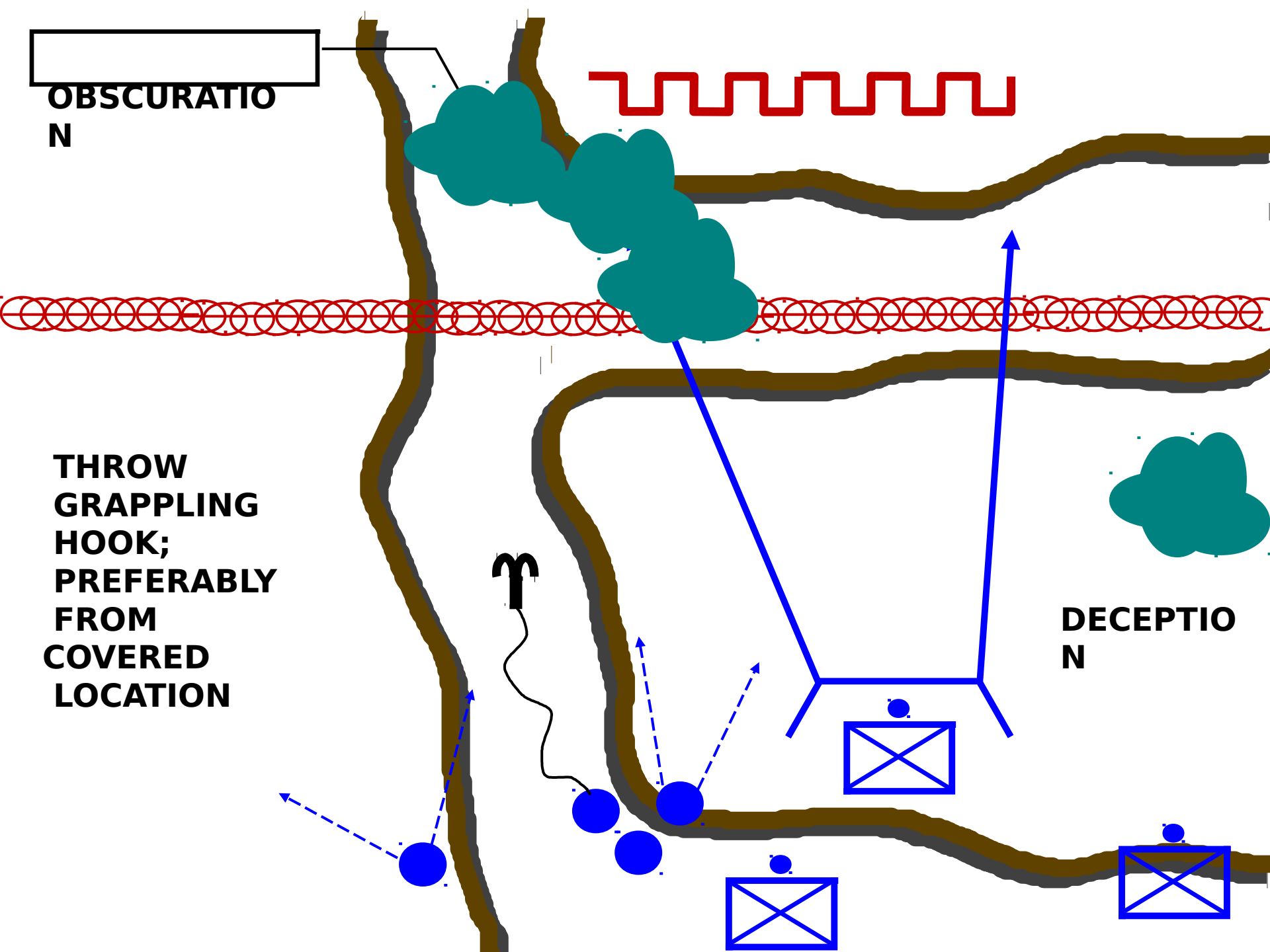
Mechanical Breaching of Wire Obstacles

- Suppress enemy covering the obstacle
- Obscure the breach site
- Secure the breach site
- Reduce the obstacle
  - Proof a lane to the obstacle
  - Mark the lane
  - Test obstacle for booby-traps
  - Provide traffic control at the lane

Mechanical Breaching of Wire Obstacles

- Maintain suitable distance from obstacle during breach
- PLATOONS NEED BREACH KITS!
  - Smoke (obscuration/signals/deception…)
  - Grappling hook
  - Lane marker (engineer tape, flags, etc)
  - Wire cutters
  - Assault ladder
  - REHEARSE and CROSS TRAIN!


CLEARIN
G TEAM
SUPPORT
ELEMENT
SUPPRESSES
SECURIT


OBSCURATIO
N
THROW
GRAPPLING
HOOK;
PREFERABLY
FROM
COVERED
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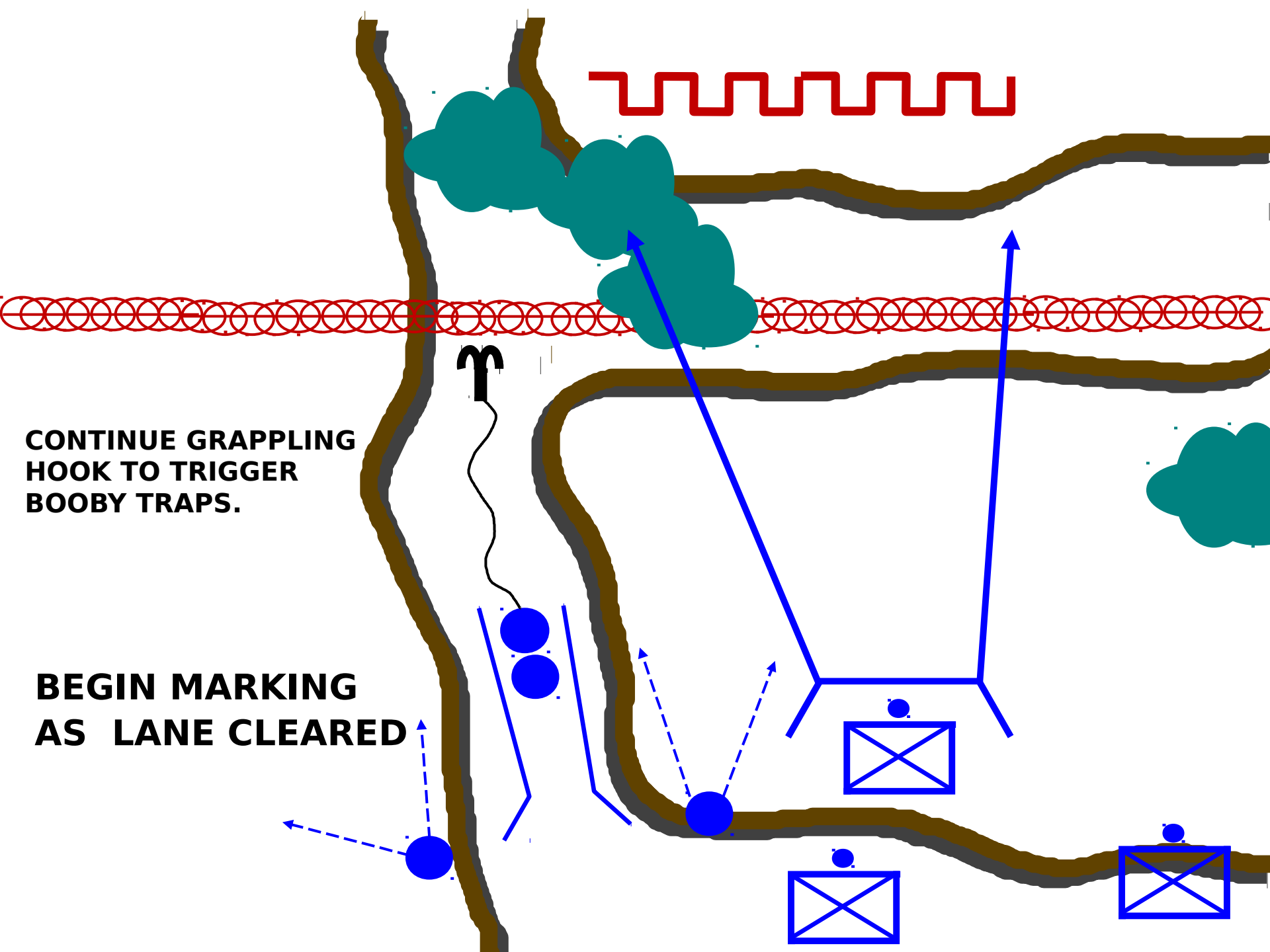
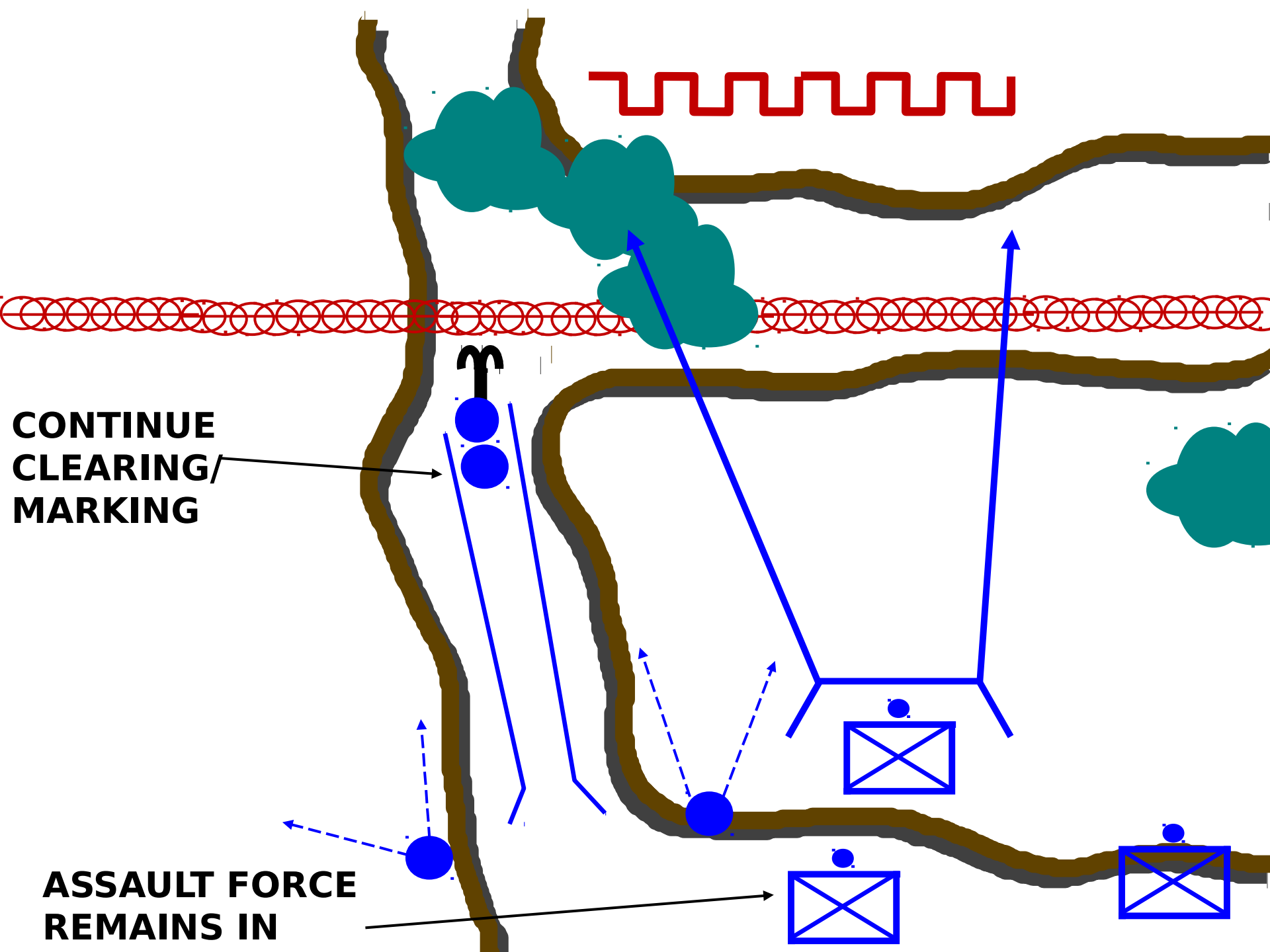
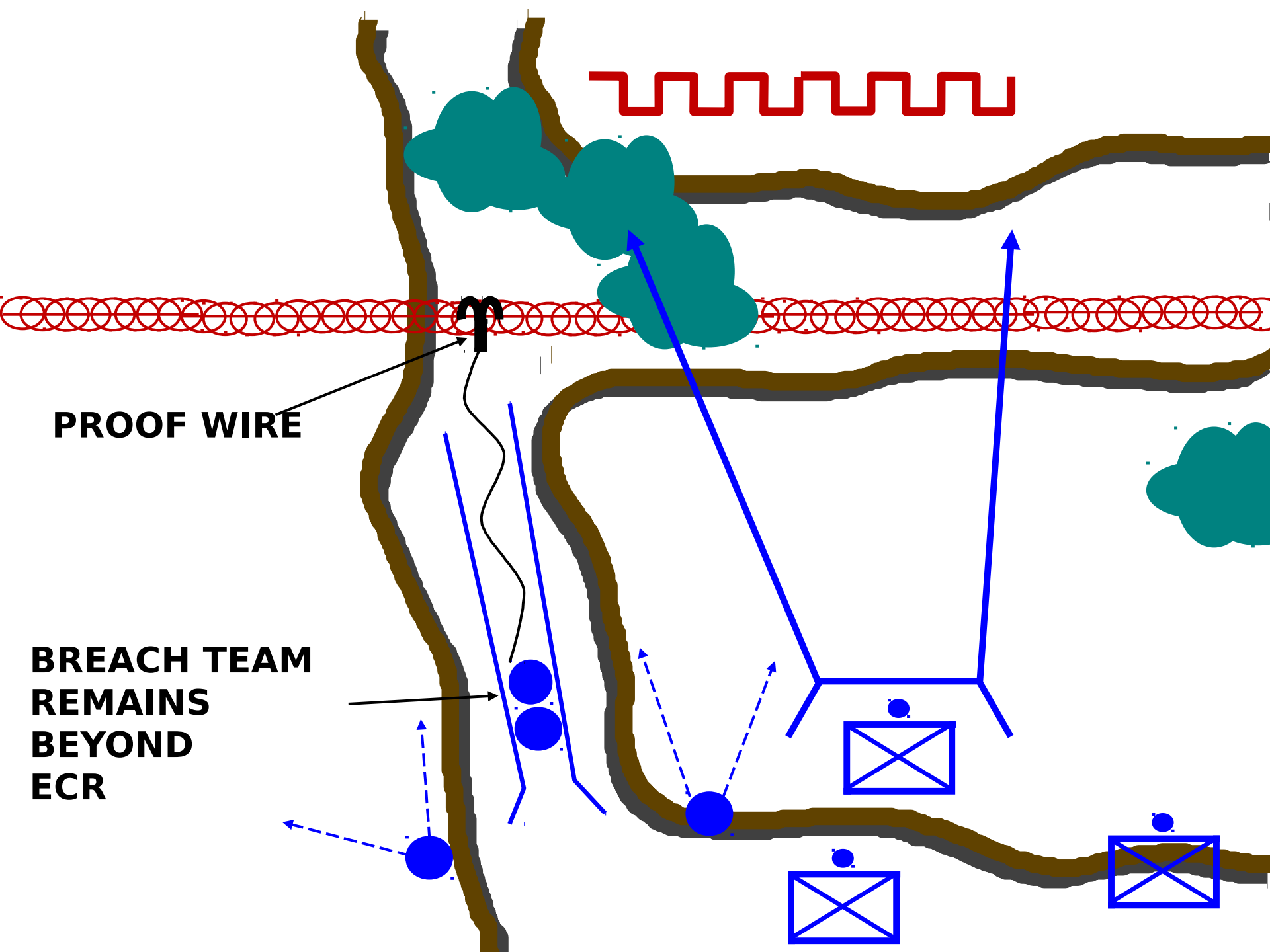
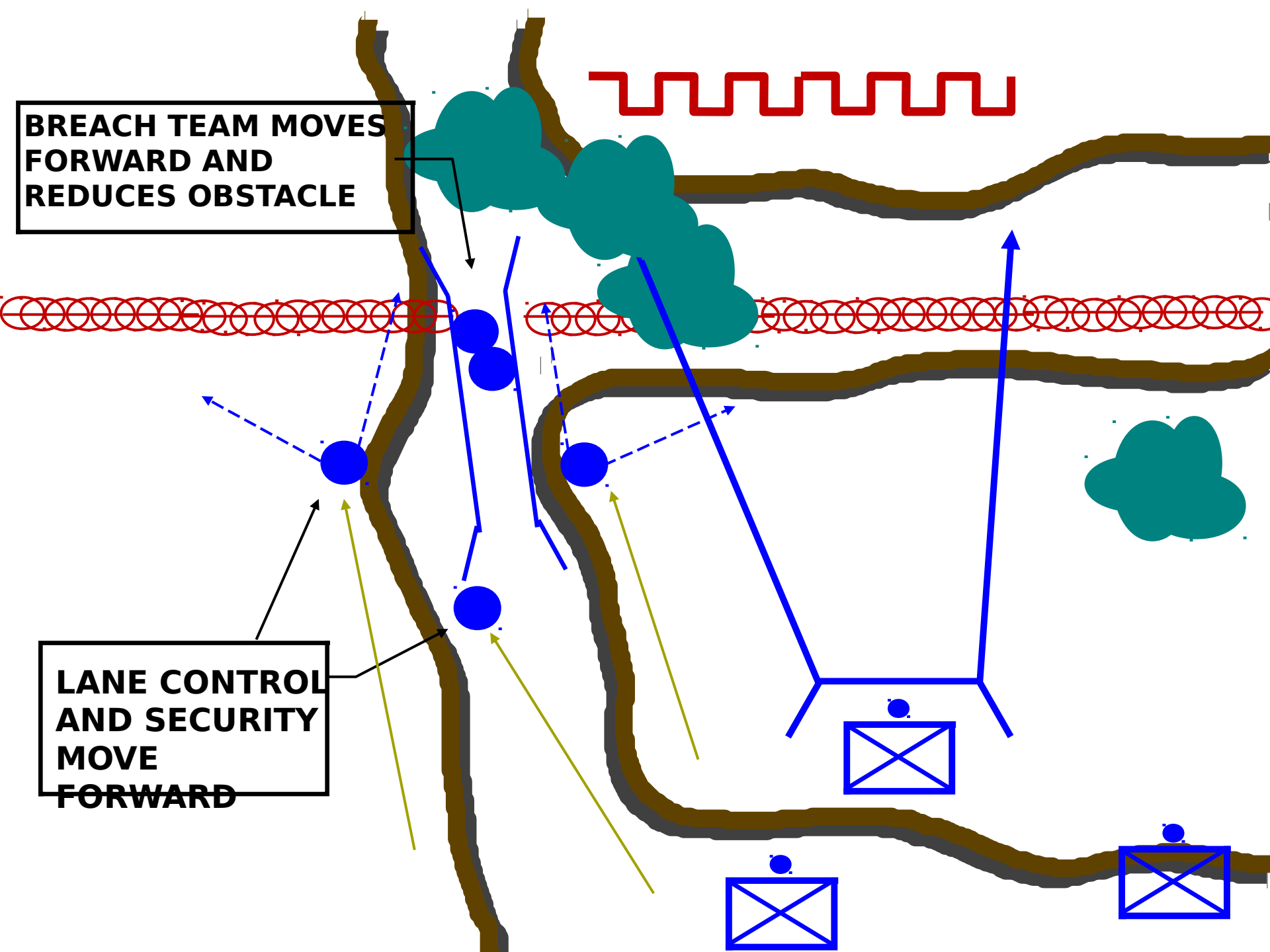
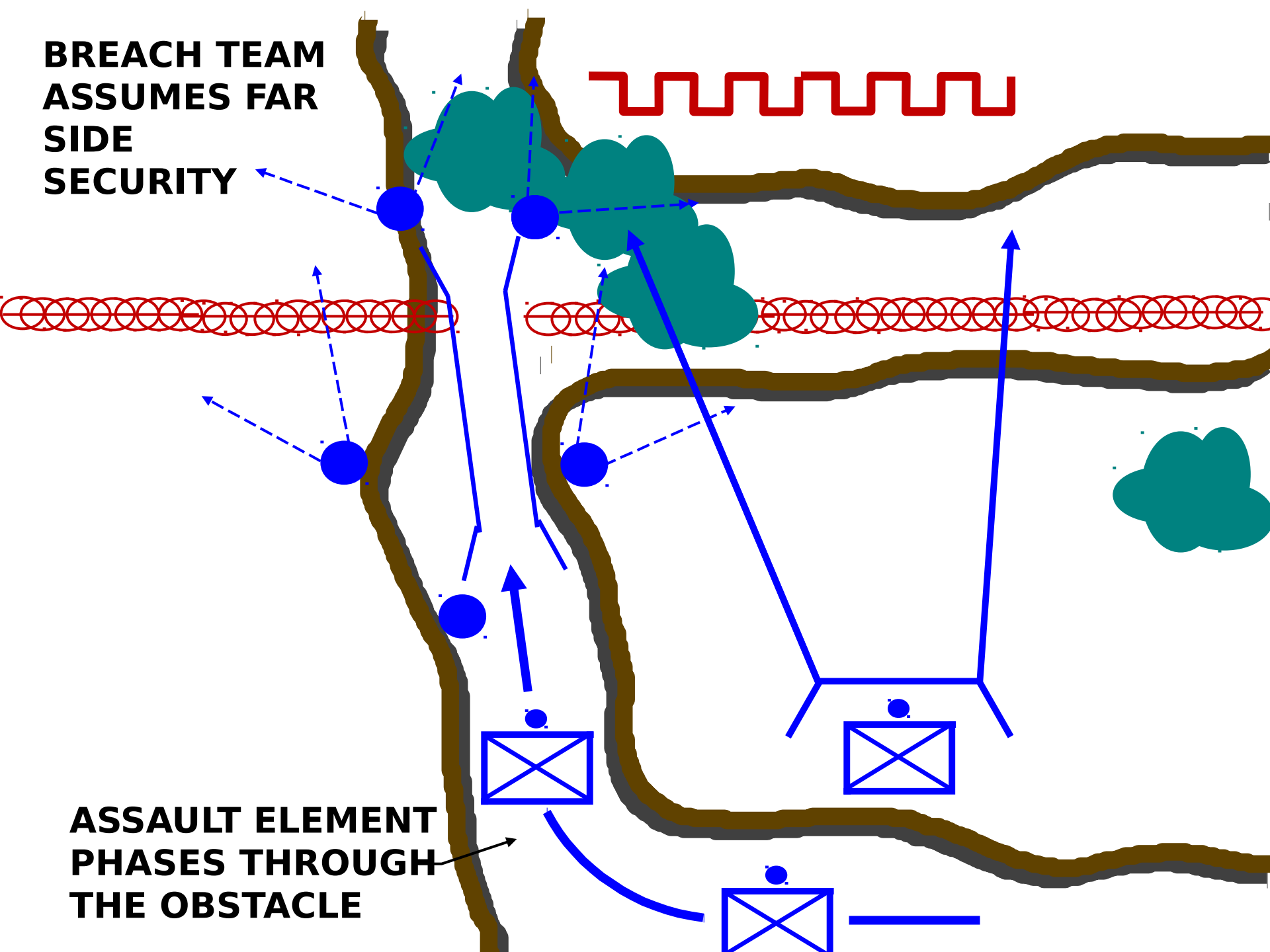
N


CONTINUE GRAPPLING HOOK TO TRIGGER BOOBY TRAPS.
BEGIN MARKING AS LANE CLEARED


CONTINUE
CLEARING/
MARKING
ASSAULT FORCE
REMAINS IN


PROOF WIRE
BREACH TEAM
REMAINS
BEYOND
ECR


BREACH TEAM MOVES FORWARD AND REDUCES OBSTACLE
LANE CONTROL AND SECURITY MOVE FORWARD


BREACH TEAM ASSUMES FAR SIDE SECURITY
ASSAULT ELEMENT PHASES THROUGH THE OBSTACLE

Explosive Breach of Obstacles

- Same considerations as mechanical breach
- Explosives used to reduce obstacle
- Marking lane and traffic control imperative
  - Bangalore lane only 1m-1.5m
  - Gap in wire much larger

Fire and Movement

- No movement without fire, no fire without movement!
- Requires repetitive drills to be effective
- Simple…not easy
- Instruction vs. Training: Don’t rely on voice!
- Distribution of fires must be maintained

Fire and Maneuver

- No maneuver w/o fire, no fire w/o maneuver
- Requires repetitive drills to be effective
- Leader's Recon: Deliberate vs. hasty attack
- Advantages of assaulting an exposed flank
- Geometry: Ideal angle between BOF and Assault Element, SDZs/adjacent

Trench Clearing

- Single entry point
- Clear in one direction at a time
- Actions at Junctions
  - Throw grenades
  - Establish security down each trenchline
  - Clear in one direction at a time
    - Following team relieves security of lead clearing team, or...
    - Following team passes through lead clearing team

Trench Clearing

- Marking Procedures
  - Entry points
  - Lead trace
  - Cleared bunkers
- Use of Grenades
  - Entry
  - Bunkers
  - Turns, bends and junctions
  - Grenade ECR - 15m
  - Carrying grenades

Planning

Estimate of the Situation

- Analysis of the Situation (METT-TS-L)
  - Enemy positions and fields of fire
  - Avenues of approach
  - Weaponeering
  - Time/Space-Ammunition calculations
- Wargaming
  - Action, reaction, counteraction
- Informal Fratricide Risk Assessment
  - Identify/anticipate risks
  - Plan & rehearse control measures!

Scheme of Maneuver

- Simple is better
- Exploit weaknesses in enemy disposition
- Lead unit will be the "de facto" base of fire
- Consolidation and Reorganization
  - Include a hasty defense plan
  - Establish unit SOPs

Fire Support Plan

- Purpose: Deliver the assault element onto the enemy's doorstep
- "Passing the Baton"
  - Artillery and mortar fires allow you to...
    - Establish direct fire bases of fire
    - Close to within 250m of the enemy (on Range 400)
  - Machinegun and rifle fires allow you to...
    - Close the gap by another 200m
  - Leaving assault units only 50m of enemy to deal with at a time

Fire Support Plan

- Timing of fires
  - Minimal overlap
  - No gaps
- Weaponeering
  - Appropriate firing units assigned to each target
  - Appropriate rates of fire
- Use of Obscuration
  - Can offset shortages in weapons and ammunition
  - However, enemy may have aiming stakes

Fire Support Plan

- Execution of the Plan
  - Use of Scout-Sniper Teams
  - Positioning the FiST

Weapons Considerations

- M240G Machineguns
  - Provide security
  - Avoid putting into a "survival fight"
  - Ammunition and rates of fire
  - Gunnery techniques
- Rockets and ATGMs
  - Require deliberate effort to employ
  - Use "cold positions" to prepare
  - Provide suppression to support them
  - Engage the greatest threat first

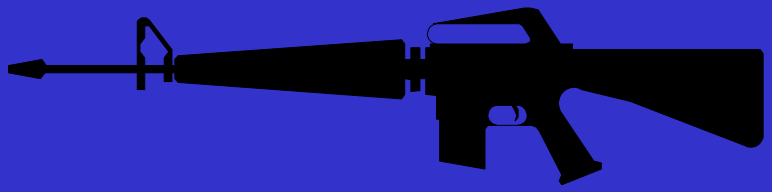
Ammunition

- Ammunition
  - Distribute based on unit tasks and expected consumption
- Weight bases of fire

CASEVAC

- Casualties and Cherrypickers
  - Develop and execute a plan for treating and evacuating actual casualties (Urgent, Priority, Routine)
- Paragraph 4 of OPORD
  - Location of casualty collection points for the company and platoons
  - Procedures and responsibilities for evacuation
  - Planned use of non-medical transport
  - Point in the attack when evac mission will begin and non-medical personnel can aid in collection and evacuation

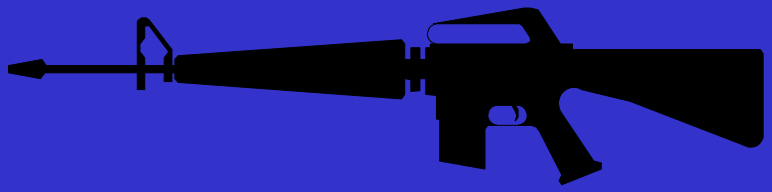
Preparation



Preparation

- Conduct "back-briefs"
- Conduct rehearsals
  - Battle drills
  - Critical actions on the objective
  - Conduct COMBINED ARMS REHEARSALS that link fires (sensor to shooter) in support of each maneuver unit task & purpose (walk/talk terrain model with ALL key players present)
- Prepare breach kits
- Conduct inspections
- Conduct pre-combat checks of

Execution



Maintaining Momentum

- Speed of movement DOES NOT equal speed of execution
- Take advantage of suppressive fires
  - Don't "patrol" after attack has begun
- Don't get in a hurry to die
  - Take the extra minute to coordinate your actions with adjacent units
    - Good tactics
    - Produces net increase in speed
    - Minimizes risk of FRATRICIDE - no surprises

Advance by Fire and Maneuver

- Establish "attack packages" of suppressive fires in support of each exposed action
- Coordination best accomplished laterally between assaulting unit and supporting unit
- Never expose your Marines without suppression
  - Assess effects of fires on target (SEE HITS!)
  - Get fires where you want them before

Situational Awareness

- Leaders must track all fires and movements affecting their unit
- Things to Track
  - Location of friendly units
  - Source, direction and impact of fires
  - Your fires and their relationship to friendly units
  - Indirect fire missions

Taking Initiative

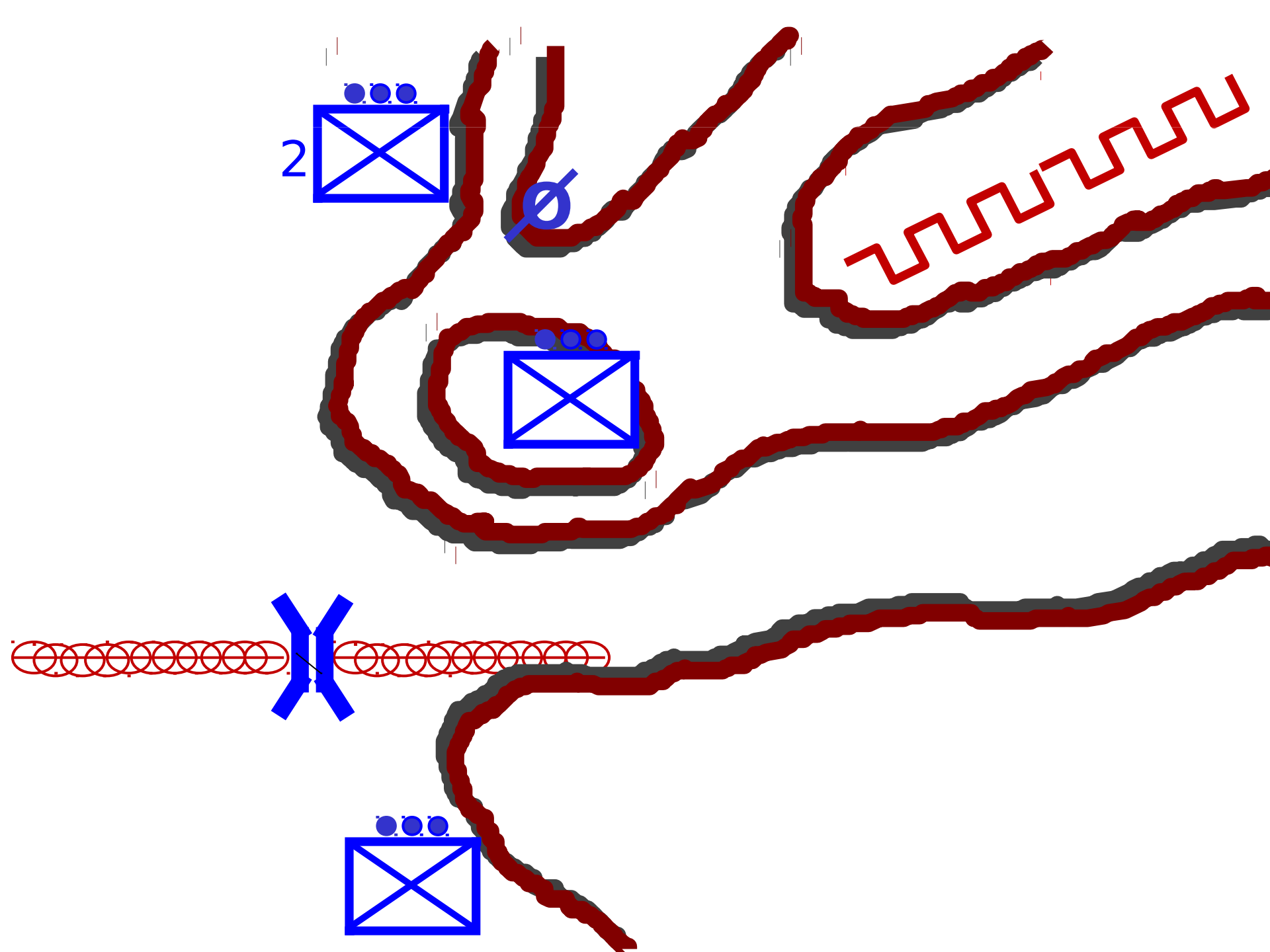
- The order is only a departure point
- Subordinate leaders must be able to take initiative when the plan isn't working
- Supporting efforts must seek ways to push the main effort over the goal line

Main Effort

- Supporting Efforts
  - Work for the Main Effort
  - Seek opportunities to assist the Main Effort
  - Talk directly to the Main Effort
    - Lateral communication is best
    - Does not preclude direction from “The Six”

Main Effort

- Main Effort
  - Orchestrates the actions of the Supporting Efforts
  - Seeks opportunities to employ the Supporting Efforts
  - Talks directly to the Supporting Efforts
    - Lateral Communication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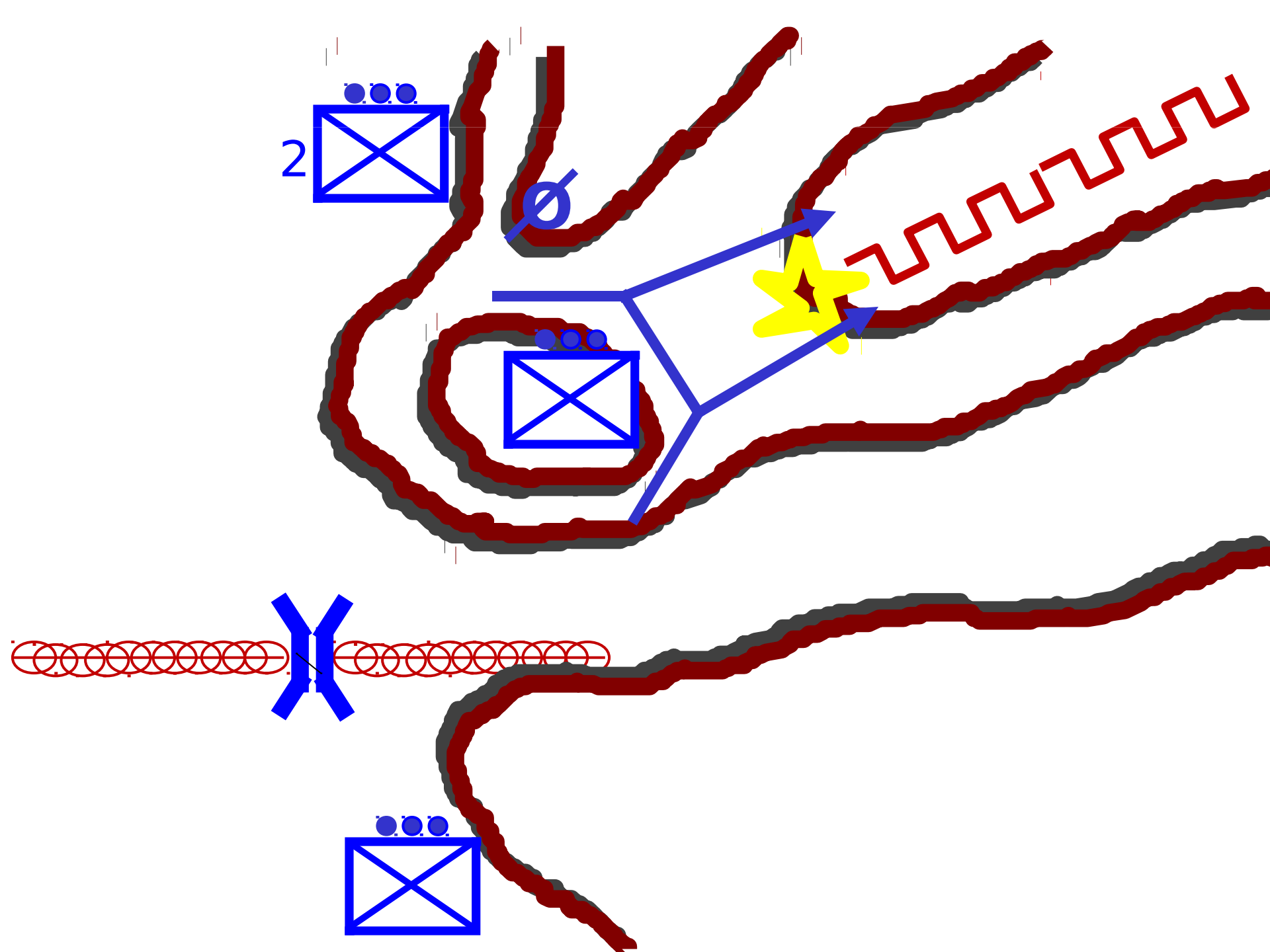
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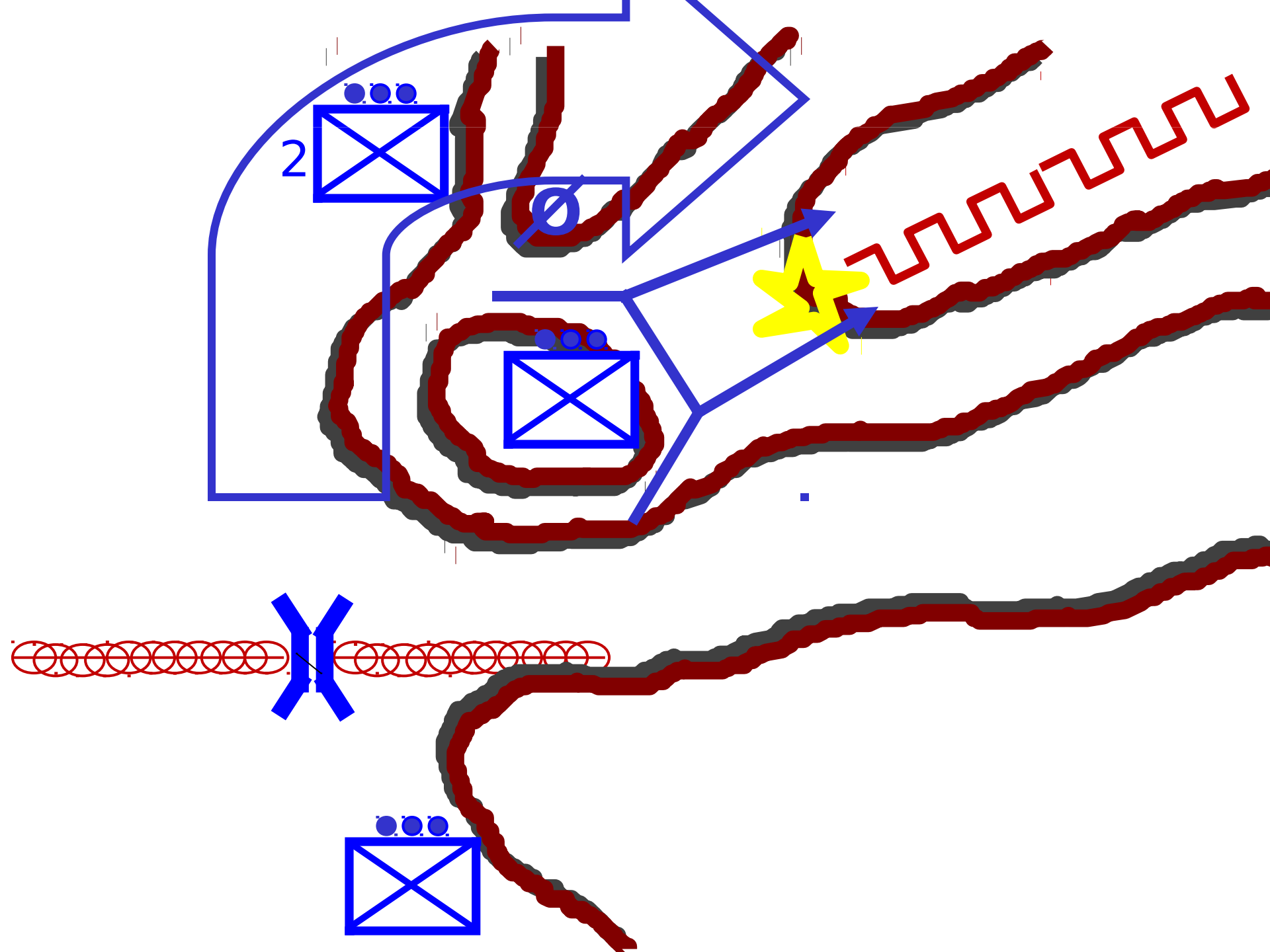
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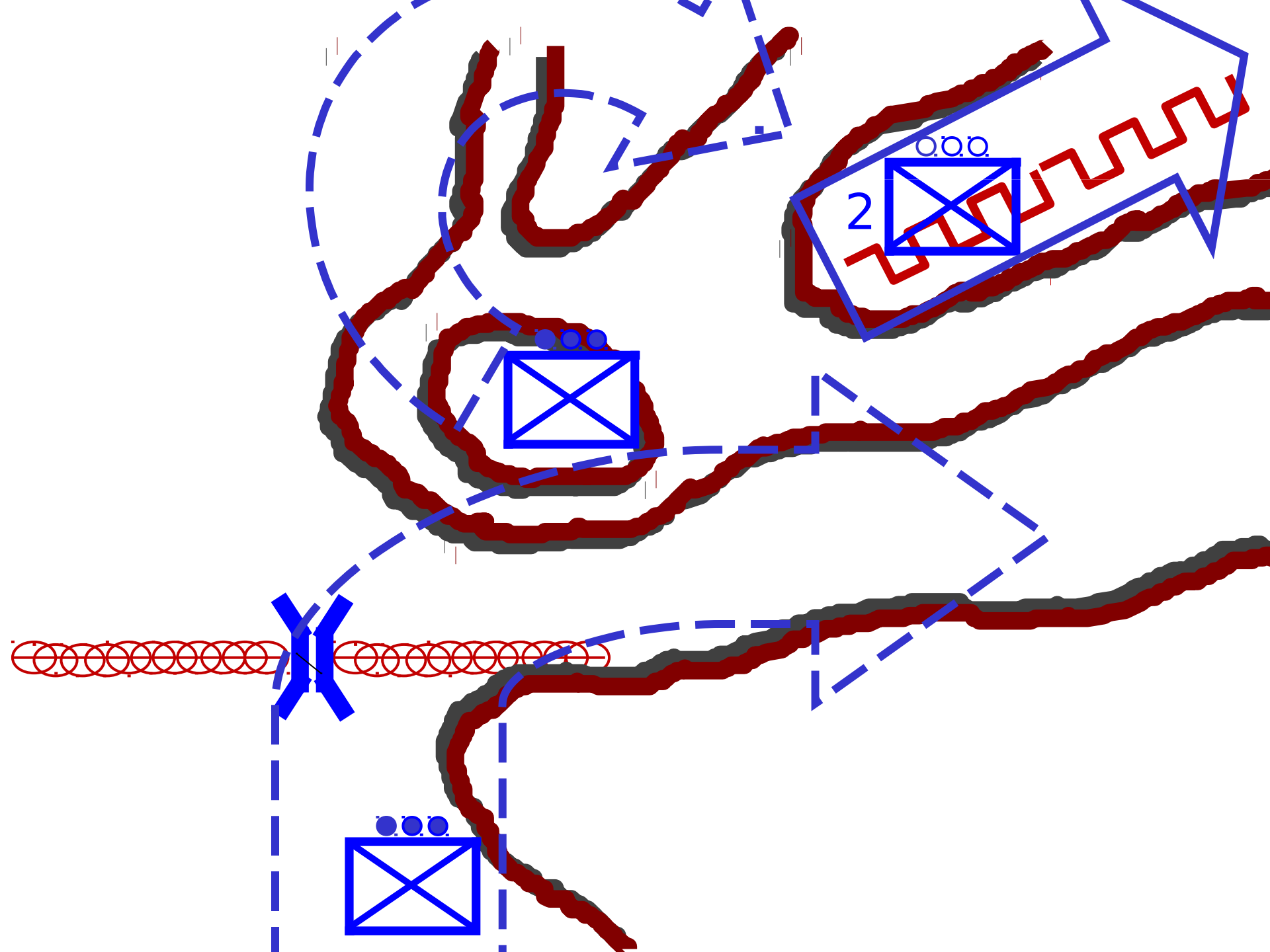
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Command and Control

- Location of the Unit Leader
- Unit Leaders are not Riflemen
- Lateral Coordination
  - Essential to success
  - The sign of a mature unit
- Don't become over-reliant on technology
- Use of Connecting Files

Self-Discipline

- Train like you intend to fight
- Don't allow Marines to "blow-through" a technique out of fatigue or laziness

“In the winter time, Caesar so trained his legio in all that became soldiers and so habituated t in the proper performance of their duties, that in the spring he committed them to battle aga Gauls, it was not necessary to give them order they knew what to do and how to do it.”

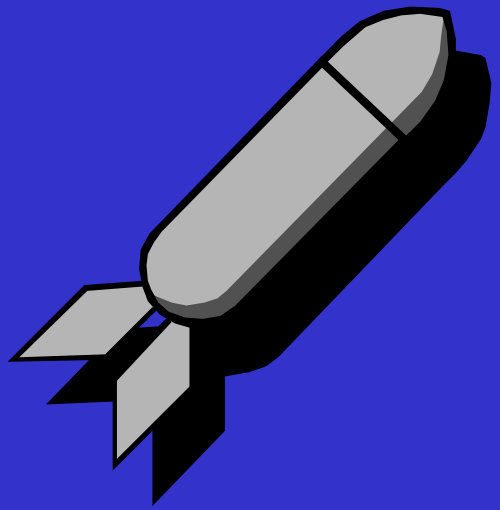
Final Thoughts

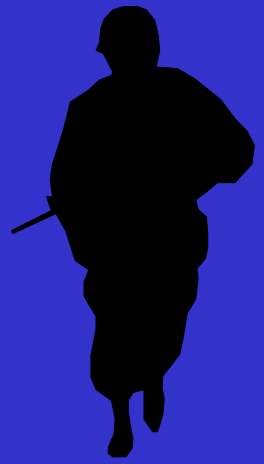
Role of the Small Unit Leader

- Technician vs. Artisan
- Technical skills the first order of business
  - Battle Drills
  - Weapons employment
  - Techniques and procedures

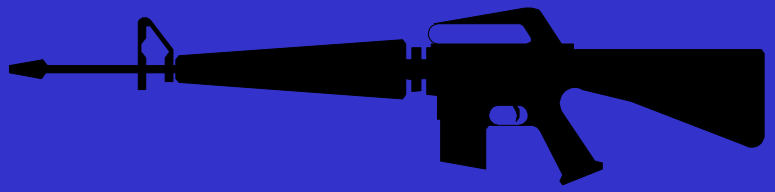
Importance of Small Units

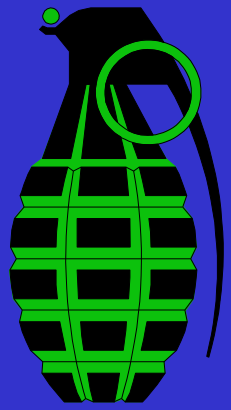
- Even the perfect plan cannot succeed with poorly-trained small units, yet...
- Well-trained small units can gain success despite a poor plan.





Questions?





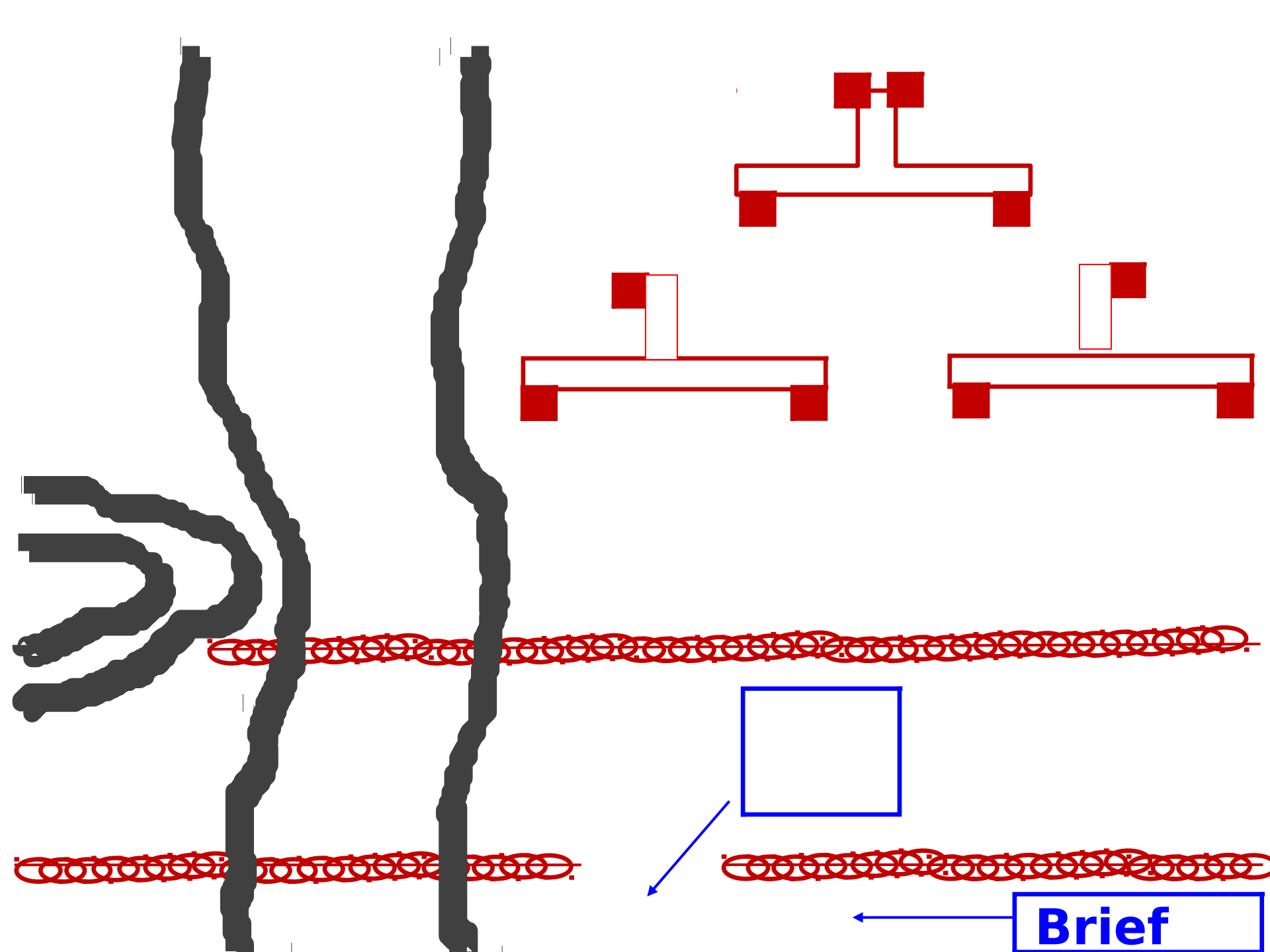
Range 400 Series Orientation

Range 410A

- Dismounted platoon live-fire attack against an enemy platoon-size fortified position.
- Platoon Task Organization
  - Rifle Platoon
  - Machinegun Squad
  - Assault Team
- Platoon required to conduct a mechanical breach of a mined wire obstacle.

Range 410A

- Exercise begins at a notional dismount point.
  - No AAVs will be used.
- Platoon supported by a notional 5 minutes of 81mm mortar suppression at the beginning of the exercise.


Brief

Range 410A

- TTECG Will Arrive at 0600
- Prior to TTECG Arriving
  - RSO's safety brief complete and range hot
  - Practice grenade bodies & fuzes on hand for rehearsals…prerequisite for employing live frags!
  - Ammunition distributed
  - Terrain model prepared at brief site
  - Platoons staged at terrain model

Range 410A

- Actions When TTECG Arrives
  - TTECG Safety Brief followed by Orientation/ Demonstration at Trench 2
  - Grenade Rehearsals prior to each attack
  - Platoon commanders brief TTECG
    - Use/improve terrain model
    - Paragraphs 3 and 5 only
  - Each platoon conducts an attack
  - TTECG debriefs each attack
- Enemy Simulation
  - Artillery simulators = effective enemy direct fire
  - Pop-up targets

Range 410

- Non-TTECG Event
- Opportunity to correct deficiencies identified on Range 410A.
- CAX Safety Handbook DOES NOT Apply
  - CCO P3500.4F, SOP for Range/Training Areas and Airspace, applies

Range 400

- Dismounted, reinforced company attack on a company-size fortified position.
- Task Organization
  - Rifle Company
  - 81mm Mortar Section
  - Heavy Machinegun Squad (2 Weapons)
  - Javelin/Dragon Squad
  - Scout-Sniper Team
  - Engineer Squad

Range 400

- The company will conduct an explosive breach of a minefield and a breach of a mined wire obstacle.
- The exercise begins in an attack position in the wash west of the terrain model (NT933963).

Range 400

- TTECG Will Arrive at 0600
- Prior to TTECG Arriving
  - All mortars registered on preplanned targets
    - Mortars positioned in pits at NT943967.
  - All HMGs in position, with teams on weapons.
    - HMGs that will fire overhead must be sandbagged down and have depression stops.
    - Sandbag/dig-in front leg of HMG tripod.

Range 400

- Prior to TTECG Arriving
  - All MMGs that will fire overhead in position, sandbagged down, depression stops constructed, with teams on weapons.
  - Company-level safety brief conducted.
  - Scout-Sniper team in position with its controller.
  - Ammunition distributed.
  - Company staged in the assault position (except for machinegunners, mortar crews, scout- snipers, and engineers)

Range 400

- Prior to TTECG Arriving
  - RSO has the range hot.
  - Positive accountability of personnel, ensuring no one is down range.
  - Demolitions for the minefield breach and any deception breach emplaced, with engineers standing by.
  - Company Commander and FiST at the terrain model.

Range 400

- Actions when TTECG Arrives
  - Mortar check rounds fired.
  - Machineguns registered.
    - HMGs
    - MMGs firing overhead
  - Scout-Sniper position checked.
  - Demolitions checked.
  - Additional safety brief given by TTECG.

Range 400

- Company Commander's Brief
  - Delivered to TTECG
  - Use/improve existing terrain model
  - Only the following required
    - Concept of operations
    - Tasks
    - Visual signals
    - CASEVAC PLAN (ACTUAL as well as CHERRYPICKERS)
    - Ammunition count
    - Confirmation of B576 for Mk19s

Range 400

- TTECG Sets H-Hour!
  - After the brief is complete.
- Debrief
  - Near enemy security position.
  - Squad leaders and above.

Planning Factors: Effects of Supporting Arms

- 60mm Mortars
  - sustained rate 20 rpm
  - rapid rate 30 rpm
- 81mm Mortars
  - sustained rate 15 rpm
  - rapid rate 30 rpm
- M-240G (7.62mm)
  - sustained rate 100 rpm
  - rapid rate 200 rpm
- M-2 50 Cal
  - sustained rate 40 rpm
  - rapid rate >40 rpm
- MK-19 40mm
  - sustained rate 40 rpm
  - rapid rate >40 rpm

- Effective Suppression
  - 20m radius=100%
  - 35m radius=50%
    *Sheaf 150X50 @ 4 rounds per tube

  - 30m radius=100%
  - 75m radius=50%
    Sheaf 200X100 or 400X50 4 rounds per tube

  - One Squad (2 tms) 100% @ 50 mils wide Tgt.

  - One Squad (1 Gun) 100% @ 50 mils wide Tgt

  - Same as M-2

Questions?

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